

We claim:

1. A system comprising:
an object having a plurality of dynamic behaviors;
a data store to store data regarding the plurality of dynamic behaviors; and,
an application to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors,
wherein the object instantiates at least one of the plurality of dynamic behaviors.
2. The system of claim 1, wherein the data store is within the object.
3. The system of claim 2, wherein less than all of the plurality of dynamic behaviors of the object are instantiated.
4. The system of claim 2, wherein the object determines at run-time which of the plurality of dynamic behaviors to instantiate.
5. The system of claim 1, wherein the object comprises a Component Object Model (COM) object.
6. The system of claim 1, wherein the plurality of dynamic behaviors comprises at least one selected from the group essentially consisting of: a plurality of objects, a plurality of methods, and a plurality of events.
7. The system of claim 1, wherein the data store comprises the Registry.
8. The system of claim 1, wherein the plurality of dynamic behaviors comprises a plurality of system-defined behaviors and a plurality of application-defined behaviors.

9. A method comprising:
receiving a command to instantiate an object having a plurality of dynamic behaviors;
looking up data regarding the plurality of dynamic behaviors in a data store; and,
instantiating the object from the data regarding the plurality of dynamic behaviors in the
data store.
10. The method of claim 9, further comprising changing the plurality of dynamic behaviors.
11. The method of claim 10, wherein changing the plurality of dynamic behaviors comprises
deleting one of the plurality of dynamic behaviors.
12. The method of claim 10, wherein changing the plurality of dynamic behaviors comprises
adding a new dynamic behavior to the plurality of dynamic behaviors.
13. The method of claim 10, wherein changing the plurality of dynamic behaviors comprises
changing the data stored in the data store regarding the plurality of dynamic behaviors.
14. The method of claim 10, further comprising:
looking up data regarding the plurality of dynamic behaviors in the data store as have
been changed; and,
instantiating the object from the data regarding the plurality of dynamic behaviors as have
been changed stored in the data store.
15. The method of claim 14, further comprising:
instantiating a second object to provide data regarding the plurality of dynamic behaviors;
and,
instantiating the object from the data regarding the plurality of dynamic behaviors.
16. A computer-readable medium having data stored thereon representing:

an object having a plurality of dynamic behaviors;
a data store to store data regarding the plurality of dynamic behaviors; and,
an application to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors.

17. A computer-readable medium having a computer program stored thereon for execution on a computer, the program performing the method comprising:

receiving a command to instantiate an object having a plurality of dynamic behaviors;
looking up data regarding the plurality of dynamic behaviors in a data store;
instantiating the object from the data regarding the plurality of dynamic behaviors in the data store;
changing the plurality of dynamic behaviors;
looking up data regarding the plurality of dynamic behaviors in the data store as have been changed; and,
instantiating the object from the data regarding the plurality of dynamic behaviors as have been changed stored in the data store.

18. A computer comprising:

a memory;
a processor;
a data store of the memory to store data regarding a plurality of dynamic behaviors of an object; and,
an application executed by the processor from the memory to instantiate the object from the data stored in the data store regarding the plurality of dynamic behaviors.

19. The computer of claim 14, wherein the object comprises a Component Object Model (COM) object, and the data store comprises the Registry.

add
B4
add
C1